<u>Amendments to the Claims</u>:

A listing of the entire set of pending claims (including amendments to the claims, if any) is submitted herewith per 37 CFR 1.121. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently amended) A method for operating a multi-player video game, the method comprising:

enabling each player of multiple players to interact with a gaming environment,

machine-detecting a score and/or performance of each player in a particular session of the video game,

backfeeding into the gaming environment a video image of a currently high-scoring player, and

displaying the gaming environment, and the video image of the currently high-scoring player of the multiple players, wherein the image of the currently high scoring player is displayed in a more prominent location than the images of others of the multiple players, during the particular session of the video game.

2. (Previously presented)A method as claimed in Claim 1, furthermore comprising

ranking high-scoring players in respectively successive playing sessions, and

providing a representation of one or more of the high-ranking players for display in subsequent playing sessions, based on the ranking.

3. (Previously presented)A method as claimed in Claim 1, for use in a multiple player environment, wherein the video image of select players of the multiple players is selectively cross-wise fed back to the multiple players.

4. (Previously presented)A method as claimed in Claim 1, wherein the video image of select players of the multiple players is made part of a composite image with one or more selected items taken from memory.

6. (Currently amended)A video game system being arranged for running a multi-player video gaming environment, comprising

a user interface that is configured to enable each player of multiple players to interact with the gaming environment,

a detector that is configured to detect a score and/or performance of each player during a particular session of the video game,

a backfeeding device that is configured to:

backfeed into the gaming environment a video image of a currently high-scoring player of the multiple players, and

a display that is configured to display the gaming environment, and the video image of the currently high-scoring player, wherein the image of the currently high scoring player is displayed in a more prominent position than the images of others of the multiple players, during the particular session of the video game, and

one or more cameras that are configured to provide the video image of each player.

7. (Previously presented)A system as claimed in Claim 6, furthermore comprising ranking means for relatively ranking players in respectively successive playing sessions, and control means fed by the ranking means for providing video images of the high-ranking players to subsequent playing sessions.

8. (Previously presented)A system as claimed in Claim 6, arranged for implementing a multiple player gaming environment, and having cross-wise communication means for selectively cross-wise backfeeding the video image to multiple players.

9. (Previously presented)A method as claimed in Claim 1, further allowing the player to suppress during the session a presentation of the actual score, performance and/or video image to the backfeeding.

10. (Currently amended) A method for operating a multi-player video game where each player of multiple players interacts with a gaming environment, the method comprising the acts of:

determining a current performance level of each player during a particular session of the video game, and

displaying a video image of one of the multiple players that has the currently highest performance level of the multiple players together with the gaming environment during the particular session of the video game, wherein the image of the currently high scoring player is displayed in a more prominent location than the images of others of the multiple players.

11. (Previously presented)A method as claimed in Claim 10, comprising the acts of:

ranking high-scoring players in respectively successive playing sessions, and

providing a representation of one or more of the high-ranking players for display in subsequent playing sessions, based on the ranking.

12. (Previously presented)A method as claimed in Claim 10, comprising the act of backfeeding a video image of select players of the multiple players cross-wise back to the multiple players.

13. (Previously presented)A method as claimed in Claim 12, comprising the act of enabling a player to suppress during the particular session at least one of a presentation of an actual present score, performance and video image of the player to the backfeeding.

14. (Previously presented)A method as claimed in Claim 10, comprising the act of displaying a video image of select players of the multiple players as a part of a composite image with one or more selected items taken from memory.